

NTR-AIYE-USA

INUYASHA™

SECRET OF THE DIVINE JEWEL

NINTENDO DS™



INSTRUCTION BOOKLET

BANDAI
NAMCO
Games

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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INU YASHA™

SECRET OF THE DIVINE JEWEL™

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DEMONS OF FATE

Janis, a young American girl who's now living in beautiful, ancient, historical Japan, is excited about transferring to a Japanese junior high school. Though everything about Janis's new school is strange at first, another young girl, Kagome Higurashi, soon befriends her.

One day, Kagome is absent from school. After class, Janis decides to visit her at the Higurashi shrine to see how she's doing. As soon as Janis arrives, however, she's attacked by a demon — and faces incredible danger!

At the height of peril, Janis is rescued by the mysterious priest, Monk Sen. Guided by this mystic, Janis enters the Bone Eater's Well and joins Kagome on an amazing adventure in feudal Japan.

A story of friendship spanning 1,000 years is about to begin!



JANIS'S JOURNEY

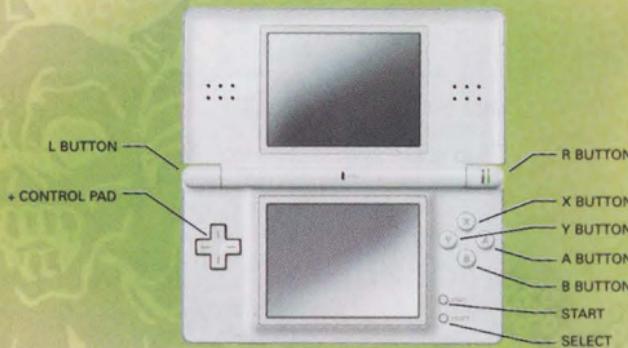
Janis is reunited with Kagome in the Sengoku period. But she unknowingly touches a Shikon Jewel Shard, from the Jewel of the Four Souls, and absorbs it into her body.

According to Monk Sen, Janis possesses a divine power known as the *Kamuitama*, and touching the Shikon Jewel Shard has awakened this power within her. While she is unable to remove the shard, Janis can now use magical powers.

The Shikon Jewel Shard embedded in Janis's body cannot be removed unless it is returned to the former bearer of the *Kamuitama*, the god known as *Datara*. Janis, along with Inuyasha and friends, sets out on a journey to find the god *Datara* and return the Shikon Jewel Shard.



BASIC CONTROLS



FIELD MODE

+Control Pad	Move character
A Button	Search Converse with others
B Button (hold)	Dash
Y Button	Switch to Party Mode
L or R Button	Change leader character
START	Display System Menu
Touch Screen	Move character (touch character) Switch to Party Mode (touch Status Window) Display System Menu (touch System Menu button)

BATTLE MODE

+Control Pad	Move cursor
A Button	Select support character Enter command
B Button	Cancel command
X or Y Button	Select support character
Touch Screen	Select/Perform commands (touch command) Set target for actions (touch character) Select support character (touch Support Icon)



PARTY MODE

+Control Pad	Move cursor
A Button	Enter command
B Button	Cancel command
X Button	View explanation of item effect on Item Screen
L or R Button	Change displayed character
Touch Screen	Select command (touch command) Select icon (touch icon) Change displayed character (touch character display)

GETTING STARTED

1. With the Nintendo DS™ turned OFF, insert the *Inuyasha™: Secret of the Divine Jewel™* Game Card securely into the slot.
2. Turn ON the system.
3. When you see the DS Menu, touch "Inuyasha: Secret of the Divine Jewel" to load the game.
4. Begin play from the *Inuyasha™: Secret of the Divine Jewel™* Title Screen/Main Menu.
 - If your Nintendo DS™ is set to Auto-load, you don't need to go through these steps. See your Nintendo DS™ manual for more information about Auto-load.



GETTING INTO THE GAME

After you switch on the power, the NAMCO BANDAI Games America logo appears, followed by the opening movie. When the movie ends, you'll go on to the Main Menu. (You can skip the opening movie by pressing the A Button.)

These options are available on the Main Menu:

- **START GAME** — Start a new game from the beginning.
- **CONTINUE** — Load and continue a saved game from the point where you left off.
- **OPTIONS** — Set various options. (See page 24.)

Touch an option on the Touch Screen to select it, or highlight an option with the +Control Pad and press the A Button to select it.



GAME STAGES

The game is composed of Modern Day and Feudal Era stages.

You can travel between Modern Day and the Sengoku period by passing through the Bone Eater's Well.

Each area of the game is a locale for towns and villages, as well as caves and other dungeons. The story progresses as you travel throughout these locations.

Later in the game, as your adventure continues, a certain event will enable you to pass into Heian Era stages.



NEW MOON

Be mindful of the lunar calendar as you progress in your journey.

As you walk through the various areas, the moon will continue its cycle. When a new moon rises, Inuyasha transforms into a normal human being. While in human form, Inuyasha cannot use his demon powers.



PARTY MODE

When not in battle, press the Y Button or touch the Status Window to switch to Party Mode. In Party Mode, you can check a character's status, use Items, and bring up the Item and Skill Menus.

- Switch to another character by touching the Status Window, or by pressing the L or R Button.
- Select RETURN or press the B Button to exit Party Mode.

STATUS WINDOW

View each character's statistics, Items, skill points and amount of money here. A character's level rises according to the experience points he or she receives by performing certain actions.



CHARACTER STATISTICS

- **NEXT** — Number of experience points needed to reach the next level.
- **HP** — Character's current and maximum hit points.
- **EP** — Character's energy points.
- **ATK** — Attack power. The higher this number, the greater the damage the character deals to an enemy.
- **DEF** — Defense power. The higher this number, the less damage the character receives from enemies.
- **AGI** — Agility. The higher this number, the more turns the character has in battle.
- **DEX** — Dexterity. The higher this number, the more frequently the character's attacks will hit their mark.



ITEM SCREEN

Select **ITEM** on the Status Screen to open the Item Screen. This screen displays a list of items currently held by your selected character.

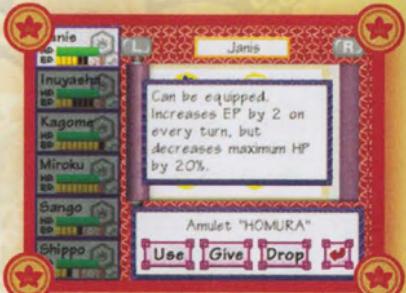
- You can equip or use these items.
- You can also view item effect explanations, give items to other party members, or discard items.
- Each character can hold up to 10 items.

EQUIP ITEM

Choose the **EQUIP** command to equip the selected item. The only types of items that can be equipped are Amulets and Orbs. Each character can only equip one item.

USE ITEM

Choose the **USE** command to use the item. Select the character on whom you will use the item from the Status Window.



GIVE ITEM

Choose the **GIVE** command to give the selected item to another party member. Select the character to receive the item from the Status Window. If a character already has 10 items, he or she cannot receive any more items.



DROP ITEM

Choose the **DROP** command to discard the selected item. Then select **YES** to complete the discard action. You cannot retrieve dropped items.

VIEW ITEM EFFECT EXPLANATION

Touch the icon for a selected item (or press the X Button) to display an explanation of that item's effect.



SKILL SCREEN

Select **SKILL** on the Status Screen to open the Skill Screen. This screen displays a list of skills the character has learned.

- Characters learn their skills at the beginning of the game (except for Janis, who can also learn them by clearing an event).
- Characters do not gain new skills, even when they gain levels.

USE SKILLS

You can use Recovery skills from the Skill Screen. Select the **USE** command to use the selected skill.

ITEM EFFECTS

Items cure characters of ailments, restore HP and EP, and allow characters to reduce enemy encounters — and even escape as a group. Some Items enhance the characters' stats permanently, while others only last for one fight.

- Press the X Button while highlighting an Item to find out more about it.



AMULETS & ORBS

You cannot equip or use Items that are used in the creation of Amulets and Orbs. Instead, give these Items to Hosenki (who can be found in an undisclosed location). Hosenki will then create and sell you Amulets and Orbs that you can equip. The more Items you give him, the more powerful the Amulets and Orbs will be that he creates.



AMULET & ORB CREATION

You can bring 15 or more plant, rock, and animal Items to Hosenki to make Amulets. Providing Hosenki with even more Items allows him to make other kinds of Amulets and even Orbs, which are twice as effective as Amulets with the same name. Rumor has it that if you bring Hosenki 19 different objects, he might make the rarest Orbs!

Amulets Initially Available

Cost	Amulet name	Requirement	Effect
■ 2200	TAKERU	Equip	ATK up
■ 2200	MAMORI	Equip	DEF up
■ 2800	SIZUKA	Equip	Lowers encounter rate
■ 2800	AMATSURI	Equip	Raises encounter rate

BATTLE



BATTLE COMMANDS

- **ATTACK** — Attack with the equipped weapon.
- **CHARGE** — Attack with the equipped weapon. Charging uses more energy than the ATTACK command, but it allows you to unleash a more intense attack.
- **SHOOT** — Attack with a bow or other firing weapons.
- **SKILL** — Use skills learned by each character. Janis can call on KAMUI, Miroku has SPIRITUAL POWER, and Shippo can use FOX MAGIC.
- **SPIRIT UP** — Release a boisterous shout to recover energy.
- **GUARD** — Take a defensive position and prepare to receive an attack. This can reduce damage from enemies by half.
- **ESCAPE** — The character runs away alone. You can escape from the battle entirely by having all remaining characters run away.
- **ITEM** — Use an item.



ENERGY

In battle, almost all actions consume EP (energy). Normal attacks using the ATTACK command consume one EP, while more impressive techniques like Wind Scar consume more.

- EP is replenished by one each time the character's turn comes around, so even though the ATTACK command uses one EP, that energy will be recovered by the next turn and you can attack again. However, if you use a large amount of energy for skills or other actions, it will take some time for the energy to recover.
- If your EP reaches zero, you can only take a limited number of actions, such as DEFEND, SPIRIT UP and ITEM. Select SPIRIT UP to recover three EP.
- EP is specifically set for each character and this number will not increase even as levels go up.

CFS (Cover Fellow System)

CFS allows friends to help each other in battle. When a character performs an attack on an enemy, the faces of up to three characters that can provide support will appear.

- Touch these images or press the Y, X, or A Button to call the character in for support and launch a strong attack on the enemy.
- Additionally, when subjected to an enemy's attack, you can call for defense support to disperse the enemy's attack.

HAND-TO-HAND & RANGED ATTACKS

The kind of attack a character can perform depends on the character. Hand-to-hand attacks can only be applied to enemies directly in front of the character. Ranged attacks can also be carried out on enemies in ranks behind each other.



CHARACTER ATTACKS

- **JANIS** — Hand-to-hand attack (after obtaining Akanemaru at an event).
- **INUYASHA** — Hand-to-Hand attack.
- **KAGOME** — Ranged attack.
- **MIROKU** — Hand-to-Hand attack.
- **SANGO** — Hand-to-Hand attack and Ranged attack. (Sango can perform a Ranged attack with a boomerang and a Hand-to-Hand attack with a sword.)
- **SHIPPO** — Ranged attack.
- **SHIPPO + KIRARA** — Hand-to-Hand attack and Ranged attack. (When with Sango, Shippo accompanies Kirara. Kirara can then perform Hand-to-Hand attacks and Shippo can perform Ranged attacks.)

ASSISTED ATTACK

An Assisted Attack is a powerful, concentrated attack that can be carried out against certain enemies. However, the characters involved in the assisted attack will expend energy depending on the attack, so the drawback is that these characters will need time to recover their energy.



ASSISTED DEFENSE

An Assisted Defense allows a character to step in and take some of the damage that should have gone to the character under attack. When an Assisted Defense is carried out by two characters, each character takes half the damage directed at the character originally under attack.

ABNORMAL STATES

A character who is attacked can suffer a variety of abnormal states.

- **PARALYSIS** — The character is completely unable to act in battle. This abnormal state can be remedied with both items and skills.
- **POISON** — The character's HP will drop over a set period. This abnormal state can be remedied with both items and skills.
- **FATIGUE** — The character does not recover any energy during battle. The character will only be able to recover energy by using the SPIRIT UP command. This abnormal state can be remedied with items.
- **BLINDNESS** — The character's attacks become inaccurate. This state can be remedied with both items and skills.
- **ENERGY LOSS** — Although this is technically different from an abnormal state, certain enemies can also rob a character of his or her energy during an attack.

RECOVERY

Leaving battle also allows a character to automatically recover from an abnormal state.

BATTLE VICTORY

Battles are won by defeating all enemies. When a battle is won, each character obtains experience points. Characters who have obtained enough experience points will level up. Items and money also drop from certain enemies when they are defeated and the party wins the battle.

GAME OVER

If all characters' HP reaches zero, the game ends. If this occurs, you will return to the Main Menu and must begin the game from where you last saved it.

Even if a character has successfully escaped from battle, if all remaining characters' HP drops to zero, it is still "game over."



SYSTEM MENU

Touch the System Menu button on the Touch Screen, or press START while moving around on the field, to open the System Menu.

(You cannot access the System Menu while moving through towns or caves and other dungeons.)

System Menu options include:

- **SAVE** — Select this option and then select **YES** to save your game.
- **OPTIONS** — Set various options (see page 24).
- **EXIT TO MAIN MENU** — Return to the Main Menu.
- **RETURN TO GAME** — Close the System Menu and return to the game.



OPTIONS MENU

Select **OPTIONS** from the Main Menu to adjust the following game settings:

- **TEXT SPEED** — Set the speed at which text is displayed throughout the game.
- **TOUCH SCREEN CONTROLS DURING BATTLE**

Single Touch — Decide targets in battle by touching the target once.

Double Touch — Decide targets in battle by touching a target once to move the cursor to it, then confirming the target by touching it again.



ITEMS

RECOVER HP ITEMS

ITEM	EFFECT
■ HERB	Small HP recovery
■ REMEDY	Medium HP recovery
■ POTATO CHIPS	Medium HP recovery
■ ENERGY DRINK	Restores EP
■ MARUHIDE BUNS	Small HP recovery



HERB
FRESH HERB



REMEDY
SERENE UNIVERSE
POWER SOURCE
EYE POWDER



POTATO CHIPS
ENERGY DRINK



MARUHIDE BUNS

ADD HP ITEM

ITEM	EFFECT
■ PHOENIX REMEDY	Adds 5 % to HP

CURING ITEMS

ITEM	EFFECT
■ FRESH HERB	Cures poison
■ SERENE UNIVERSE	Cures paralysis
■ POWER SOURCE	Cures fatigue
■ EYE POWDER	Cures blindness



PHOENIX REMEDY

CHARACTERS



INUYASHA

The half-demon son of a demon father and human mother, he was bound to a tree by a magical arrow from Kikyo's bow while attempting to capture the Shikon Jewel. Inuyasha seeks the Jewel, thinking that it can transform him into a full-fledged demon. He possesses his father's Tetsusaiga sword, which enables him to defeat powerful opponents.

JANIS

The main character of the game, and new to the series, Janis moves to Japan and transfers into Kagome's junior high. While visiting Kagome, she is attacked by demons — and saved by Monk Sen. Shortly after, she is sent on an adventure into the Feudal era to discover her connection to the mysterious past.

KAGOME

This 15-year old junior high school student lives with her family at the Higurashi Shrine. She is actually the reincarnation of Kikyo. Kagome joins Inuyasha, after freeing him from the spell of Kikyo's magical arrow, in a quest to recover the fragments of the Shikon Jewel, which Kagome accidentally shot and shattered with an arrow.

SHIPOPO

A fox-demon whose parents were killed by the Thunder Brothers. He joins Kagome in her travels. He uses Foxfire and other kinds of fox magic.

MIROKU

A monk who bears a magical wind tunnel in his right hand. The wind tunnel has the power to suck in anything, including Miroku himself, if he leaves his hand open too long. It is a curse cast by Naraku on Miroku's grandfather, whom he once defeated. Miroku joins Kagome in a quest to free himself from the inherited curse.

SANGO

A young girl born to a tribe of exorcists (demon exterminators), Sango uses a weapon called Hiraikotsu against demons. Her entire tribe and village were annihilated by the evil Naraku, who now also controls her brother, Kohaku.

SESSHOMARU

Inuyasha's older brother harbors extreme animosity against Inuyasha and seeks to capture his Tetsusaiga sword. He is cold-blooded and possesses the Tenseiga sword, which has the power to sever the bonds of death and return those who died to life.



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